

microsoft.public.dotnet.languages.csharp: Re: C# BitVector32 for DCB Struct – any help?

Re: C# BitVector32 for DCB Struct – any help?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-07/3280.html>

From: Jay B. Harlow [MVP – Outlook] (*Jay_Harlow_MVP_at_msn.com*)

Date: 07/14/04

Date: Wed, 14 Jul 2004 08:38:27 -0500

Chua Wen Ching,

> *Can i reference your name, as you had been a great helper here?*

If you feel its appropriate...

Jay

"Chua Wen Ching" <chua_wen_ching@nospam.hotmail.com> wrote in message
news:A07771DB-E2C2-40C9-A422-7EDA9B6FB14E@microsoft.com...

> *Hi Jay B. Harlow,*

>

> *Wow. Thanks. I had understood it. I never thought it is based on enum.*

>

> *Yeah, is based on the greatest value in enum.*

>

> *Wow. It is greatest help i ever seen. I will note it down, and rewrite a
tutorial on this. Can i reference your name, as you had been a great helper
here?*

>

> *Coz i am writting a smart card small library tutorial pretty soon! Thanks
again.*

> --

> *Regards,*

> *Chua Wen Ching :)*

>

>

> *"Jay B. Harlow [MVP – Outlook]" wrote:*

>

>>

>> *Chua Wen Ching,*

>>> *my question is how do you the maximum value*

>>> *of fDtrControl or frtscontrol? Does msdn has the details?*

>>

>> *I use a combination of MSDN and the Windows include files (Windows.h).*

The

>> *fRtsControl has values Disable, Enable, Handshake & Toggle (0, 1, 2, 3)*

>> *while fDtrControl only has Disable, Enable, and Handshake (0, 1, 2).*

>>

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> > *I use MSDN to find what is allowed, then I use Windows.h to find what
the*
> > *values of those items are. Hopefully you noticed that I defined an Enum
of*
> > *the DCB.RtsControl property that contains the above values...*
> >
> > *Hope this helps*
> > *Jay*
> >
> >
> >
> >
> > *"Chua Wen Ching" <chua_wen_ching@nospam.hotmail.com> wrote in message
> > news:09C68F33-E343-4F8C-9FAB-8C45E487DBD2@microsoft.com...*
> > > *Hi Jay,*
> > >
> > > *Thanks for the replies again.*
> > >
> > > *Ok i read and read but i still don't quite understand.*
> > >
> > > *This is from MSDN:*
> > >
> > >
> > >

> > -----
> > > *Parameters*
> > > *maxValue*
> > > *A 16-bit signed integer that specifies the maximum value for the new
> > BitVector32.Section.*
> > > *previous*
> > > *The previous BitVector32.Section in the BitVector32.*
> > > =====
> > > *A BitVector32.Section is a window into the BitVector32 and is composed
of*
> > *the smallest number of consecutive bits that can contain the maximum
value*
> > *specified in CreateSection. For example, a section with a maximum value
of 1*
> > *is composed of only one bit, whereas a section with a maximum value of 5
is*
> > *composed of three bits. You can create a BitVector32.Section with a
maximum*
> > *value of 1 to serve as a Boolean, thereby allowing you to store integers
and*
> > *Booleans in the same BitVector32.*
> > >
> > > *If sections already exist after previous in the BitVector32, those
> > sections are still accessible; however, overlapping sections might cause
> > unexpected results.*
> > >

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>

>> -----

>>> *The thing which i don't quite understand is why the value is 2 of
>>> RtsControl, you can maximize to 3.*

>>> *And why this:*

>>>

>>> *DWORD fdtrControl:2*

>>>

>>> *is equivalent to:*

>>> *m_fdtrControl = BitVector32.CreateSection(2, previousSection)*

>>>

>>> *and not 3, or 4 or 5...*

>>>

>>> *my question is how do you the maximum value of fdtrcontrol or
frtscontrol?*

>> *Does msdn has the details?*

>>>

>>> *I hope you get my question. But again thanks for the reply. :)*

>>>

>>>

>>> --

>>> *Regards,*

>>> *Chua Wen Ching :)*

>>>

>>>

>>> *"Jay B. Harlow [MVP – Outlook]" wrote:*

>>>

>>>> *Chua Wen Ching,*

>>>> *1) Yes the order is related to the C structure.*

>>>>

>>>> *2) Read the help again, specifically the NEXT page (from the one you
>> gave):*

>>>>

>>>>

>>>

<http://msdn.microsoft.com/library/default.asp?url=/library/en-us/cpref/html/frlrfSystemCollectionsSpecializedBitVect>

>>>>

>>>> *3) fDummy is filler, unless you have a need to fill it with
something,*

>> *yes*

>>>> *you can leave it off...*

>>>>

>>>> *Hope this helps*

>>>> *Jay*

>>>>

>>>> *"Chua Wen Ching" <chua_wen_ching@nospam.hotmail.com> wrote in
message*

>>>> *news:97C31DBE-0B45-44FF-898F-88B899081352@microsoft.com...*

>>>>> *Hi Jay,*

>>>>>

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```
>>>> Thanks again. I had couple more questions to confirm.
>>>>
>>>> 1)
>>>>
>>>> The order here:
>>>>
>>>> Dim previousSection As BitVector32.Section
>>>> previousSection = BitVector32.CreateSection(1)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> m_fDtrControl = BitVector32.CreateSection(2,
previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
m_fDtrControl)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
>> previousSection)
>>>> m_fRtsControl = BitVector32.CreateSection(3,
previousSection)
>>>> previousSection = BitVector32.CreateSection(1,
m_fRtsControl)
>>>>
>>>> is related to the C structure (am i right?):
>>>>
>>>> DWORD fBinary: 1; /* Binary Mode (skip EOF check) */
>>>> DWORD fParity: 1; /* Enable parity checking */
>>>> DWORD fOutxCtsFlow: 1; /* CTS handshaking on output */
>>>> DWORD fOutxDsrFlow: 1; /* DSR handshaking on output */
>>>> DWORD fDtrControl: 2; /* DTR Flow control */
>>>> DWORD fDsrSensitivity: 1; /* DSR Sensitivity */
>>>> DWORD fTXContinueOnXoff: 1; /* Continue TX when Xoff sent */
>>>> DWORD fOutX: 1; /* Enable output X-ON/X-OFF */
>>>> DWORD fInX: 1; /* Enable input X-ON/X-OFF */
>>>> DWORD fErrorChar: 1; /* Enable Err Replacement */
>>>> DWORD fNull: 1; /* Enable Null stripping */
>>>> DWORD fRtsControl: 2; /* Rts Flow control */
>>>> DWORD fAbortOnError: 1; /* Abort all reads and writes on Error
*/
>>>> DWORD fDummy2: 17; /* Reserved */
>>>>
```

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>>>> 2)

>>>>

>>>> *I can see the order, but hmm, why fRtsControl is still 3 instead of 2.*

>>>>

>>>> *You say that:*

>>>>

>>>> *Read the help on the BitVector32CreateSection method, it takes the max*

>>>> *value*

>>>> *for that field. Hence 3.*

>>>> *--> I had checked the msdn here*

>>>>

>>>>

>>>>

>>

<http://msdn.microsoft.com/library/default.asp?url=/library/en-us/cpref/html/frlrfssystemcollectionsspecializedbitvector>

>>>>

>>>> *I don't see it why it must be 3?*

>>>>

>>>> *3) I notice you left out:*

>>>>

>>>> *DWORD fDummy 2:17;*

>>>>

>>>> *why? Can we just left out the bit flag just like that?*

>>>>

>>>> *Thanks for taking the time to reply. :)*

>>>> --

>>>> *Regards,*

>>>> *Chua Wen Ching :)*

>>>>

>>>>

>>>> *"Jay B. Harlow [MVP – Outlook]" wrote:*

>>>>

>>>> *> Chua Wen Ching,*

>>>> *>> 1) Can you give me an example of vb.net of how you call that structure?*

>>>> *>> Just say i want to assign value of true and false to each of those.*

>>>>>

>>>>> *Dim dcb As DCB*

>>>>> *dcb.Binary = true*

>>>>> *dcb.DtrControl = DtrControl.Disable*

>>>>>

>>>>> *If dcb.Binary Then*

>>>>> *' do something exciting*

>>>>> *End if*

>>>>>

>>>>> *>> 2) I still not sure why is shared sub New(), there, why can't*

i

>>>> *initialize*

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>>>>> *everything inside the structure, example:*
>>>>>
>>>>> *Two reasons:*
>>>>> *1 – the previousSection local variable*
>>>>> *2 – the static constructor ensures on the order of the*
>>>>> *initialization*
>>>>> *(both in relation to each field and in relation to any*
>>>>> *constructors).*
>>>>>
>>>>> *Also I rarely using field initialization for member fields, I*
almost
>>>> *always*
>>>>> *use constructors to initialize member fields. However local*
>> *variables I*
>>>> *will*
>>>>> *use initialization on...*
>>>>>
>>>>>> *Why is there so many repeated code here?*
>>>>>> *Look at the C++ structure fDtrControl is in the 5 bit, if you*
skip
>> *the*
>>>> *first*
>>>>>> *4 CreateSections, then fDtrControl would be in the first bit.*
>>>>>>
>>>>>>
>>>>>>> *I also curious, that fRtsControl contains the value of 2, why*
will
>> *you*
>>>>>> *place it as value 3?*
>>>>>> *Read the help on the BitVector32CreateSection method, it takes*
the
>> *max*
>>>>> *value*
>>>>>> *for that field. Hence 3.*
>>>>>>
>>>>>>
>>>>>>> *Hope this helps*
>>>>>>> *Jay*
>>>>>>>
>>>>>>>
>>>>>>> *"Chua Wen Ching" <chua_wen_ching@nospam.hotmail.com> wrote in*
>> *message*
>>>>>>> *news:8BD188CD-AF86-4CA3-9585-98995124BC91@microsoft.com...*
>>>>>>>> *Hi Jay,*
>>>>>>>>
>>>>>>>>> *I had 4 more questions on the previous threads. I will copy*
paste
>> *it*
>>>> *here*
>>>>>> *again:*
>>>>>>>>

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>>>>>> *and not this?*
>>>>>>
>>>>>> *Dim previousSection As BitVector32.Section*
>>>>>> *previousSection = BitVector32.CreateSection(1)*
>>>>>>
>>>>>> *m_fDtrControl = BitVector32.CreateSection(2,*
>> *previousSection)*
>>>>>>
>>>>>> *m_fRtsControl = BitVector32.CreateSection(3,*
>> *previousSection)*
>>>>>> *previousSection = BitVector32.CreateSection(1,*
>> *m_fRtsControl)*
>>>>>>
>>>>>> *4)*
>>>>>> *I also curious, that fRtsControl contains the value of 2, why*
will
>> *you*
>>>>>> *place it as value 3?*
>>>>>>
>>>>>> *Thanks a lot.*
>>>>>> *--*
>>>>>> *Regards,*
>>>>>> *Chua Wen Ching :)*
>>>>>>
>>>>>>
>>>>>> *"Jay B. Harlow [MVP – Outlook]" wrote:*
>>>>>>
>>>>>>> *Chua,*
>>>>>>>> *I even email you through your blog.*
>>>>>>>> *I do not respond to private emails. If I did respond to a*
>> *private*
>>>> *email*
>>>>>> *only*
>>>>>>>> *you would benefit, others wanting to know the answer will*
not
>> *see*
>>>> *it.*
>>>>>> *Thanks*
>>>>>>>> *for understanding.*
>>>>>>>>
>>>>>>>>> *1) How do i get Flags.Item()?*
>>>>>>>>> *In VB.NET Item is the indexer, VB.NET allows including or*
>> *excluding*
>>>> *Item*
>>>>>>>>
>>>>>>>>> *return (RtsControl) Flags[m_fRtsControl]*
>>>>>>>>>
>>>>>>>>>> *2) In the FXCop rules, it recommends me not to use the*
static
>> *void*
>>>>>>> *New(),*

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>>>>>>>
>>>>>>> *Are you calling it "New" or are you calling it DCB? "Shared*
Sub
>> *New"*
>>>> *is*
>>>>>> *a*
>>>>>>> *static constructor you need to use valid C# syntax for the*
>> *static*
>>>>>>> *constructors (I believe it should be "static DCB(").*
>>>>>>>
>>>>>>> *My sample "requires" a static constructor I'm not sure why*
FXCop
>>>> *would*
>>>>>>> *complain about a static constructor...*
>>>>>>>>
>>>>>>>>> *3)*
>>>>>>>>>
>>>>>>>>> *-> in C#*
>>>>>>>>>
>>>>>>>>> *return (RtsControl) Flags[m_fRtsControl]*
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> *a) first it can't identify Flags.Item*
>>>>>>>>> *b) second, cannot cast from BitVector to RtsControl, i*
assume
>>>>>> *RtsControl*
>>>>>>>> *is a enum*
>>>>>>>>> *RtsControl is an enum...*
>>>>>>>>>
>>>>>>>>> *Hope this helps*
>>>>>>>>> *Jay*
>>>>>>>>>
>>>>>>>>> *"Chua Wen Ching" <chua_wen_ching@nospam.hotmail.com> wrote*
in
>>>> *message*
>>>>>>>>> *news:120436C2-3B7A-4D9F-A9E1-0587D95A7B16@microsoft.com...*
>>>>>>>>>> *Hi Jay,*
>>>>>>>>>>
>>>>>>>>>>> *Thanks a lot. I read all those threads already. I even*
email
>> *you*
>>>>>> *through*
>>>>>>>>> *your blog.*
>>>>>>>>>>
>>>>>>>>>>> *Ok i had a few doubts:*
>>>>>>>>>>>
>>>>>>>>>>>>> *1) How do i get Flags.Item()?*
>>>>>>>>>>>>>
>>>>>>>>>>>>> *When i do this:*
>>>>>>>>>>>>>
>>>>>>>>>>>>> *BitVector Flags;*

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>>>>>>>>

>>>>>>>> *Flags(intellisense, i can't find Item()).. any idea?*

Thanks.

>>>>>>>>

>>>>>>>> 2)

>>>>>>>>

>>>>>>>> *In the FXCop rules, it recommends me not to use the static*

>> *void*

>>> *New(),*

>>>> *ask*

>>>>>>>> *me to prevent to use static inside structure. Any idea why?*

Coz

>> *you*

>>>> *used*

>>>>>>>> *shared sub new().*

>>>>>>>>

>>>>>>>> 3)

>>>>>>>>

>>>>>>>> *Return CType(Flags.Item(m_fRtsControl), RtsControl)*

>>>>>>>>

>>>>>>>> *-> in C#, suppose to be:*

>>>>>>>>

>>>>>>>> *return (RtsControl) Flags.Item(m_fRtsControl) ???*

>>>>>>>>

>>>>>>>> *a) first it can't identify Flags.Item*

>>>>>>>> *b) second, cannot cast from BitVector to RtsControl, i*

assume

>>>>>>>> *RtsControl*

>>>>>>>> *is a enum*

>>>>>>>>

>>>>>>>> *Thanks for the help!*

>>>>>>>> *--*

>>>>>>>> *Regards,*

>>>>>>>> *Chua Wen Ching :)*

>>>>>>>>

>>>>>>>>

>>>>>>>> *"Jay B. Harlow [MVP – Outlook]" wrote:*

>>>>>>>>

>>>>>>>>> *Chua Wen Ching,*

>>>>>>>>> *Have you looked at this thread?*

>>>>>>>>>

>>>>>>>>>

>>>>>>>>

>>>>>>

>>>>

>>

<http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=eJBe%241DIDHA.2500%40TK2MSFTNGP10.ph>

>>>>>>

>>>>

>>

26q%3DfBinary%253A1%26btnG%3DSearch%26meta%3Dgroup%253Dmicrosoft.public.dotn

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```
>>>>> et.*
>>>>>>>>>>
>>>>>>>>>> Here is my complete DCB structure in VB.NET:
>>>>>>>>>>
>>>>>>>>>> Option Strict On
>>>>>>>>>> Option Explicit On
>>>>>>>>>>
>>>>>>>>>> Imports System.Collections.Specialized
>>>>>>>>>> Imports System.Runtime.InteropServices
>>>>>>>>>>
>>>>>>>>>> Public Enum DtrControl As Byte
>>>>>>>>>> Disable = &H0
>>>>>>>>>> Enable = &H1
>>>>>>>>>> Handshake = &H2
>>>>>>>>>> End Enum
>>>>>>>>>>
>>>>>>>>>> Public Enum RtsControl As Byte
>>>>>>>>>> Disable = &H0
>>>>>>>>>> Enable = &H1
>>>>>>>>>> Handshake = &H2
>>>>>>>>>> Toggle = &H3
>>>>>>>>>> End Enum
>>>>>>>>>>
>>>>>>>>>> Public Enum Parity As Byte
>>>>>>>>>> None = 0
>>>>>>>>>> Odd = 1
>>>>>>>>>> Even = 2
>>>>>>>>>> Mark = 3
>>>>>>>>>> Space = 4
>>>>>>>>>> End Enum
>>>>>>>>>>
>>>>>>>>>> Public Enum StopBits As Byte
>>>>>>>>>> One = 0
>>>>>>>>>> One5 = 1
>>>>>>>>>> Two = 2
>>>>>>>>>> End Enum
>>>>>>>>>>
>>>>>>>>>> <StructLayout(LayoutKind.Sequential)> _
>>>>>>>>>> Public Structure DCB
>>>>>>>>>>
>>>>>>>>>> Public Size As Int32
>>>>>>>>>> Public BaudRate As Int32
>>>>>>>>>> Private Flags As BitVector32
>>>>>>>>>> Private Reserved As Int16
>>>>>>>>>> Public XonLim As Int16
>>>>>>>>>> Public XoffLim As Int16
>>>>>>>>>> Public ByteSize As Byte
>>>>>>>>>> Public Parity As Parity
>>>>>>>>>> Public StopBits As StopBits
>>>>>>>>>> Public XonChar As Byte
>>>>>>>>>> Public XoffChar As Byte
```

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```
>>>>>>>>> Public ErrorChar As Byte
>>>>>>>>> Public EofChar As Byte
>>>>>>>>> Public EvtChar As Byte
>>>>>>>>>
>>>>>>>>> Private Reserved1 As Int16
>>>>>>>>>
>>>>>>>>> #Region " Shared Flags support "
>>>>>>>>>
>>>>>>>>> Private Shared ReadOnly m_fBinary As Integer
>>>>>>>>> Private Shared ReadOnly m_fParity As Integer
>>>>>>>>> Private Shared ReadOnly m_fOutxCtsFlow As Integer
>>>>>>>>> Private Shared ReadOnly m_fOutxDsrFlow As Integer
>>>>>>>>> Private Shared ReadOnly m_fDtrControl As
>> BitVector32.Section
>>>>>>>>> Private Shared ReadOnly m_fDsrSensitivity As Integer
>>>>>>>>> Private Shared ReadOnly m_fTXContinueOnXoff As
Integer
>>>>>>>>> Private Shared ReadOnly m_fOutX As Integer
>>>>>>>>> Private Shared ReadOnly m_fInX As Integer
>>>>>>>>> Private Shared ReadOnly m_fErrorChar As Integer
>>>>>>>>> Private Shared ReadOnly m_fNull As Integer
>>>>>>>>> Private Shared ReadOnly m_fRtsControl As
>> BitVector32.Section
>>>>>>>>> Private Shared ReadOnly m_fAbortOnError As Integer
>>>>>>>>>
>>>>>>>>> Shared Sub New()
>>>>>>>>> ' Create boolean masks
>>>>>>>>> Dim previosMask As Integer
>>>>>>>>> m_fBinary = BitVector32.CreateMask()
>>>>>>>>> m_fParity = BitVector32.CreateMask(m_fBinary)
>>>>>>>>> m_fOutxCtsFlow =
BitVector32.CreateMask(m_fParity)
>>>>>>>>> m_fOutxDsrFlow =
>> BitVector32.CreateMask(m_fOutxCtsFlow)
>>>>>>>>> previosMask =
BitVector32.CreateMask(m_fOutxDsrFlow)
>>>>>>>>> previosMask =
BitVector32.CreateMask(previosMask)
>>>>>>>>> m_fDsrSensitivity =
>> BitVector32.CreateMask(previosMask)
>>>>>>>>> m_fTXContinueOnXoff =
>>>>>> BitVector32.CreateMask(m_fDsrSensitivity)
>>>>>>>>> m_fOutX =
>> BitVector32.CreateMask(m_fTXContinueOnXoff)
>>>>>>>>> m_fInX = BitVector32.CreateMask(m_fOutX)
>>>>>>>>> m_fErrorChar = BitVector32.CreateMask(m_fInX)
>>>>>>>>> m_fNull = BitVector32.CreateMask(m_fErrorChar)
>>>>>>>>> previosMask = BitVector32.CreateMask(m_fNull)
>>>>>>>>> previosMask =
BitVector32.CreateMask(previosMask)
>>>>>>>>> m_fAbortOnError =
```

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```
> > BitVector32.CreateMask(previousMask)
> > > > > > > > >
> > > > > > > > > ' Create section masks
> > > > > > > > > Dim previousSection As BitVector32.Section
> > > > > > > > > previousSection = BitVector32.CreateSection(1)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > m_fDtrControl = BitVector32.CreateSection(2,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > m_fDtrControl)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > previousSection)
> > > > > > > > > m_fRtsControl = BitVector32.CreateSection(3,
> > > > > > > > > previousSection)
> > > > > > > > > previousSection = BitVector32.CreateSection(1,
> > > > > > > > > m_fRtsControl)
> > > > > > > > > End Sub
> > > > > > > > >
> > > > > > > > > #End Region
> > > > > > > > >
> > > > > > > > > 'DWORD fBinary :1;
> > > > > > > > > Public Property Binary() As Boolean
> > > > > > > > > Get
> > > > > > > > > Return Flags.Item(m_fBinary)
> > > > > > > > > End Get
> > > > > > > > > Set(ByVal value As Boolean)
> > > > > > > > > Flags.Item(m_fBinary) = value
> > > > > > > > > End Set
> > > > > > > > > End Property
> > > > > > > > >
> > > > > > > > > 'DWORD fParity :1;
> > > > > > > > > Public Property CheckParity() As Boolean
> > > > > > > > > Get
> > > > > > > > > Return Flags.Item(m_fParity)
> > > > > > > > > End Get
> > > > > > > > > Set(ByVal value As Boolean)
> > > > > > > > > Flags.Item(m_fParity) = value
> > > > > > > > > End Set
```

```
>>>>>>>>> End Property
>>>>>>>>>
>>>>>>>>> 'DWORD fOutxCtsFlow :1;
>>>>>>>>> Public Property OutxCtsFlow() As Boolean
>>>>>>>>> Get
>>>>>>>>> Return Flags.Item(m_fOutxCtsFlow)
>>>>>>>>> End Get
>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>> Flags.Item(m_fOutxCtsFlow) = value
>>>>>>>>> End Set
>>>>>>>>> End Property
>>>>>>>>>
>>>>>>>>> 'DWORD fOutxDsrFlow :1;
>>>>>>>>> Public Property OutxDsrFlow() As Boolean
>>>>>>>>> Get
>>>>>>>>> Return Flags.Item(m_fOutxDsrFlow)
>>>>>>>>> End Get
>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>> Flags.Item(m_fOutxDsrFlow) = value
>>>>>>>>> End Set
>>>>>>>>> End Property
>>>>>>>>>
>>>>>>>>> 'DWORD fDtrControl :2;
>>>>>>>>> Public Property DtrControl() As DtrControl
>>>>>>>>> Get
>>>>>>>>> Return CType(Flags.Item(m_fDtrControl),
>> DtrControl)
>>>>>>>>> End Get
>>>>>>>>> Set(ByVal value As DtrControl)
>>>>>>>>> Flags.Item(m_fDtrControl) = value
>>>>>>>>> End Set
>>>>>>>>> End Property
>>>>>>>>>
>>>>>>>>> 'DWORD fDsrSensitivity :1;
>>>>>>>>> Public Property DsrSensitivity() As Boolean
>>>>>>>>> Get
>>>>>>>>> Return Flags.Item(m_fDsrSensitivity)
>>>>>>>>> End Get
>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>> Flags.Item(m_fDsrSensitivity) = value
>>>>>>>>> End Set
>>>>>>>>> End Property
>>>>>>>>>
>>>>>>>>> 'DWORD fTXContinueOnXoff :1;
>>>>>>>>> Public Property TxContinueOnXoff() As Boolean
>>>>>>>>> Get
>>>>>>>>> Return Flags.Item(m_fTXContinueOnXoff)
>>>>>>>>> End Get
>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>> Flags.Item(m_fTXContinueOnXoff) = value
>>>>>>>>> End Set
```

```
>>>>>>>>>> End Property
>>>>>>>>>>
>>>>>>>>>> 'DWORD fOutX :1;
>>>>>>>>>> Public Property OutX() As Boolean
>>>>>>>>>> Get
>>>>>>>>>> Return Flags.Item(m_fOutX)
>>>>>>>>>> End Get
>>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>>> Flags.Item(m_fOutX) = value
>>>>>>>>>> End Set
>>>>>>>>>> End Property
>>>>>>>>>>
>>>>>>>>>> 'DWORD fInX :1;
>>>>>>>>>> Public Property InX() As Boolean
>>>>>>>>>> Get
>>>>>>>>>> Return Flags.Item(m_fInX)
>>>>>>>>>> End Get
>>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>>> Flags.Item(m_fInX) = value
>>>>>>>>>> End Set
>>>>>>>>>> End Property
>>>>>>>>>>
>>>>>>>>>> 'DWORD fErrorChar :1;
>>>>>>>>>> Public Property ReplaceErrorChar() As Boolean
>>>>>>>>>> Get
>>>>>>>>>> Return Flags.Item(m_fErrorChar)
>>>>>>>>>> End Get
>>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>>> Flags.Item(m_fErrorChar) = value
>>>>>>>>>> End Set
>>>>>>>>>> End Property
>>>>>>>>>>
>>>>>>>>>> 'DWORD fNull :1;
>>>>>>>>>> Public Property Null() As Boolean
>>>>>>>>>> Get
>>>>>>>>>> Return Flags.Item(m_fNull)
>>>>>>>>>> End Get
>>>>>>>>>> Set(ByVal value As Boolean)
>>>>>>>>>> Flags.Item(m_fNull) = value
>>>>>>>>>> End Set
>>>>>>>>>> End Property
>>>>>>>>>>
>>>>>>>>>> 'DWORD fRtsControl :2;
>>>>>>>>>> Public Property RtsControl() As RtsControl
>>>>>
```